

# Aamir Karim

3d Modeler and Texture Artist

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## Objective

Seeking a position as a 3D Modeler and/or Texture Artist. Build on knowledge of 3d and work closely with a creative and enthusiastic team.

## Skills / Software

- Autodesk Maya\* (7 yrs), Pixologic Zbrush (3 yrs)\*, Adobe Photoshop\* (8 yrs), Mental Ray\*, Autodesk Mudbox, Headus UVLayout, Illustrator, AfterEffects, Final Cut Pro, Flash, Navigation using Terminal and DOS commands
- High and Low-Poly Modeling (characters, hard-surface, environment assets), Texturing, UV mapping, Retopology, Drawing, Sculpture, Anatomy, Video Editing

## Experience

### - **Silo Incorporated** | 3d Modeler | *April 2010 to Current*

- Building animation-ready 3d assets for use in film, television and media. Using Maya and Zbrush, modeling assets (low and high poly) to be rigged and rendered for film. UVing on all meshes with Maya and Headus UVLayout.
- Digital sculpting with Zbrush for high resolution details on objects and environments and exporting normal maps.
- Photoshop used primarily for texturing (also ZB polypainting) and rendering separate passes in Mental Ray for compositing in After Effects and Photoshop.

### - **Steelehouse Productions** | 3d Modeler (Freelance) | *April 2010*

- Used Maya to build right and left New Balance shoes for client. Using orthographic images, created all 4-sided polygon components of shoe-top to be used by riggers and animators. Performed UVing on all meshes.

### - **In the Company of Bears, Inc.** | 3d Artist | *Nov 2009 to March 2010*

- Creating animation-ready characters for a children story; using Maya, Zbrush, and Photoshop.
- Full development from concept, base mesh creation, digital sculpting, uv maps, texturing, lighting and rendering. Making multiple scenes and characters, posed for final "comic book" style images.

### - **Ehsan Community Center** | 3d Architectural Modeler | *Oct. to Dec. 2009*

- Created architectural walkthrough of a planned community center, including multiple scenes; lobby, gym, conference room and library. Used Maya to render a finished presentation, which was viewed at a ceremony in Dec 2009.

### - **Gnomon School of Visual Effects** | Professional Studies | *July to Sept. 2009*

- Focus on anatomy and digital sculpting in Zbrush. Using Zbrush for gaming and learning pipeline tricks for efficient workflow. Advanced study of the human form, proportion, gesture, muscle insertion and surface detail. Advanced texturing in Maya using Hypershade, focusing on planar mapping and shader networks.

### - **Mechanical Sheep, Robot BigFoot, Sunstar** | Mod Teams | *Nov to March 2009*

- Character modeling using Maya and Zbrush, from concept drawings, and orthographic, within limited poly count.
- Base meshes created in Maya, using Zbrush for digital sculpting and normal map generation.
- All assets built in Maya, texture maps made with Photoshop and Zbrush. All UVing performed in Maya.

### - **BRB Productions** | *Jan. to June 2008*

Created a 30-second animated sequence for a film production company based in Charlottesville, Virginia.

Performed all art aspects in various phases including:

- Initial concepts and drawings. All Modeling, texturing, lighting, camera movement and rendering.
- Using Maya and Photoshop, development was taken through storyboards and meetings with the client, until reaching the final version. Serves as a prelude to the currently promoted shortfilm, *Money Ain't a Thing*.

### - **ClickCE** | *June 2007 to 2008*

Building 3d models using Maya, working with client's drawings. Duties included performing modeling, texturing, lighting and rendering for the purpose of promoting the company through print materials.

### - **Hightech Signs** | *June 2006 to April 2007*

Graphic designer for Ads, Logos, Signs, Banners, Vehicles

- Working with multiple clients on a day-to-day basis, for a wide range of projects.
- Keeping contact and following through on projects in a fast-paced environment to meet deadlines.

## Miscellaneous

Fine Art Skills: Drawing, with a focus on life-drawing and anatomy studies. Experience working on murals, walls, canvases, surf/snowboards with mediums including oil and acrylic paints, airbrushes, spraycans, and paintpens.

## Education

- Gnomon School of Visual Effects, Los Angeles, CA, 2009. Professional Studies Program
- 3D Training Institute, New York, NY, 2007. Maya training, focus on Hard-surface modeling, Nurbs, and Subdivision Surfaces
- Bachelor of Fine Arts in Graphic Design, Virginia Tech, 2001 to 2006. Emphasis in Life Drawing and 3d Graphics

**Please check out my portfolio at [www.AamirKarim.com](http://www.AamirKarim.com)**